

1. LINK UP WITH HQ! / HALT THE ALLIED BREAKTHROUGH!

6 June 1944.
Normandy, France

Victory Condition

1st player to get 3 Stars.

Number of Rounds

Unlimited

Map

Cross Road

Rules Introduced

Movement: See page 7 of the Rulebook.

Infantry Firing: See page 7 of the Rulebook.



★ Allied Briefing ★

Captain Wilson, we have managed to punch through the enemy lines. It's vital to maintain our advantage and disrupt any effort by the enemy to reinforce their defenders on Utah! I want you to get in there and give them hell!

We've got through the Atlantic Wall! Now we need to link up with our paras. If you destroy 3 Stars of the Axis Units, you win!

✠ Axis Briefing ✠

Herr Hauptmann! We are receiving reports of Amerikaners already through the dunes on the coast! They're threatening to link up with their paratroopers! You must advance and engage them—wipe them out!

The Allies have landed! If your defending forces destroy 3 Stars of their Units, you win!

Allied Forces

UNIT	★ STARS ★
1 Captain (Hand 4, Play 2)	3
↳ 1 Veterans	1
2 Infantry Squads	2 each

Axis Forces

UNIT	★ STARS ★
1 Captain (Hand 4, Play 2)	3
↳ 1 Veterans	1
2 Grenadier Squads	2 each

2. RESCUE THE COLONEL! / HUNT DOWN THE COLONEL!

7 June 1944.
Normandy, France

Victory Condition

Take the Objective in the middle of the map and hold it for the next 2 Rounds (2 successive Clean-ups).

Number of Rounds

Unlimited

Map

Forest

Rules Introduced

Edge Cover: Each player gets 2 pieces of Edge Cover to place at the beginning of the game—page 12 of the Rulebook.

Taking Objectives: See page 13 of the Rulebook.



★ Allied Briefing ★

Wilson! Listen up. Colonel Parker's command post got overrun by the Krauts, and the Colonel's shot up pretty bad. You're the nearest unit, so get in there, patch him up best you can, and I'll send some help along to get him out of there.

The Objective is in the centre of the battlefield. Get there and hold it for two rounds, after which you'll be relieved.

Allied Forces

UNIT	★ STARS ★
1 Captain (Hand 4, Play 2)	3
↳ 1 Veterans	1
1 Infantry Squad	2
1 Snipers	2

✠ Axis Briefing ✠

Hauptmann Müller—good work with those Amerikaners behind the beach! We have more good news. The company on your flank overran an enemy position; we think their commander is dead or wounded there. Find him, and see if he carries any orders or other useful information.

The Objective is in the centre of the battlefield. Get there and hold it for two rounds, after which you'll be relieved.

Axis Forces

UNIT	★ STARS ★
1 Captain (Hand 4, Play 2)	3
↳ 1 Veterans	1
1 Pioneer Squad	2
1 MG Section	2

3. TAKE THE VILLAGE! / CRUSH THE ALLIES WITH ARMOUR!

8 June 1944.
Normandy, France

Victory Condition

Score the most Stars in 4 Rounds.

Number of Rounds

4

Map

Check Point

Edge Cover

2 Pieces/Player

Rules Introduced

Vehicle Combat: See page 14 of the Rulebook.



★ Allied Briefing ★

'A' Company, can you hear me? Wilson! If you hear this, get to the village south of your position. There's a Kraut tank there, and it's all over our guys! Get your men in position to help our Shermans, or it's curtains for the whole sector!

Forward units have spotted a Tiger tank. Its heavy armour and 88mm gun will make quick work of Allied Shermans. Secure the village and try to use the Infantry to support our Armour.

Destroy the Tiger Tank: 5 Stars

Take the Objective: 5 Stars

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

✠ Axis Briefing ✠

Hauptmann Müller, this is Regimental Headquarters. Our forces are containing the enemy near the beachhead. Armoured forces are moving in to crush them! Support them as they wipe out the Americans and their toy tanks!

The Allies are threatening a strategically important village. Your Tiger is far superior to their Shermans; clear the enemy from the area.

Destroy Shermans: 2 Stars each

Take the Objective: 5 Stars

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

Allied Forces

UNIT	★ STARS ★
1 Sherman M4A2 Lieutenant (Hand 2, Play 2)	5
2 Sherman M4A2s	2 each
1 Lieutenant (Hand 1, Play 1)	1
↳ Infantry Squad	2
1 Infantry Squad	2

Axis Forces

UNIT	★ STARS ★
1 Panzer IV Lieutenant (Hand 2, Play 2)	5
1 Tiger tank	4
1 Lieutenant (Hand 1, Play 1)	1
↳ Grenadiers	2
1 Grenadiers	2

4. ASSASSINATE THE CAPTAIN! / PROTECT THE CAPTAIN!

9 June 1944.
Normandy, France

Victory Condition

1st player to kill the enemy Captain wins.

Number of Rounds

Unlimited

Map

Cross Road

Edge Cover

2 Pieces/Player

Rules Introduced

Building Your Force: See page 16 of the Rulebook.



★ Allied Briefing ★

Wilson! You're on point. Enemy forces are pretty weak in this sector, so let's try to punch through and mess 'em up. Take out their officers – the more we leave 'em confused, the easier it will be.

Axis armour has been redeployed from the area, rendering their forces vulnerable. Engage and defeat the enemy; find a way to kill their officer and decapitate their forces in this sector.

Kill the enemy's Captain.

✠ Axis Briefing ✠

Müller! The situation is critical. Are there Amerikaner forces to your front? If so, engage them, and kill their officers. We must disrupt their advance! Do you understand?

You appear to be facing light American forces. At this time, we cannot be certain if they have armour support. Find their leader and kill him, and you will have cut the head off the allied forces in this sector.

Kill the enemy's Captain.

Allied Forces

UNIT	★ STARS ★
1 Captain (Hand 4, Play 2)	3
Both players start with a Captain and 10 Stars to spend on additional troops (for a total of 13 Stars), but neither side can use Red cards.	

Axis Forces

UNIT	★ STARS ★
1 Captain (Hand 4, Play 2)	3
Both players start with a Captain and 10 Stars to spend on additional troops (for a total of 13 Stars), but neither side can use Red cards.	

5. BREAK THROUGH TO ST LO! / COUNTER-ATTACK TO STABILISE THE FRONT!

5 July 1944.
Normandy, France

Victory Condition

Either: Hold both Objectives at the end of Round 5; **Or:** if one side doesn't hold both Objectives, score most Stars at the end of Round 5.

Number of Rounds

5

Map

Check Point

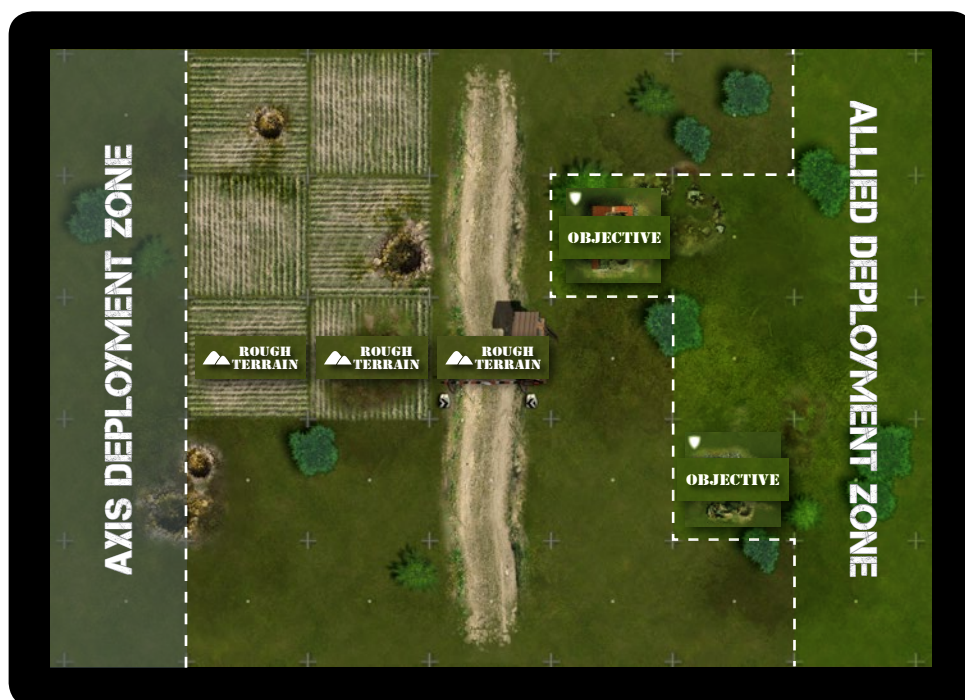
Edge Cover

3 Pieces/Player

Rules Introduced

Towed Guns: See page 18 of the Rulebook.

Transports and Infantry: See page 19 of the Rulebook.



★ Allied Briefing ★

C'mere and look at the map, Wilson. From this village there's open country beyond all the way to St Lo! We're going to throw everythin' we have forward from here tomorrow, and blow the Krauts to hell! Hold the village till then, Captain, and watch out for Panzers!

Destroy enemy Tanks: 3 Stars each

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

Allied Forces

UNIT	★ STARS ★
1 Sherman M4A2 Sergeant (Hand 1, Play 1)	3
2 M3 Half Tracks	1 each
2 57mm AT Guns	1 each
2 Lieutenant (Hand 1, Play 1 each)	1 each
2 Infantry Squads	2 each

✠ Axis Briefing ✠

Müller, I have some good news! High Command is planning to launch an armoured counter-attack in your sector. The Allies think they are close to defeating us, but we have a few surprises left for them, nein? Throw back the Amerikaners; with the aid of our Panzers, you should have no trouble at all!

Take the Objectives: 3 Stars each

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

Axis Forces

UNIT	★ STARS ★
Panzer IV Sergeant (Hand 1, Play 1)	3
1 Panzer IV	2
1 Captain (Hand 4, Play 2)	3
↳ 1 Intelligence Officer (Play 1)	1
1 Grenadiers	2
1 Panzergrenadiers	4
1 Sdkfz 251 Halftrack	1

6. TAKE THE FARM!

6 July 1944.
Normandy, France

Victory Condition

Either: Hold both Objectives at any time (you win immediately); **Or:** score the most Stars at the end of 5 Rounds. Objectives are worth 5 Stars each

Number of Rounds

Up to 5

Map

Long Road

Edge Cover

2 Pieces/Player

Rules Introduced

Reinforcements: See page 17 of the Rulebook.

Play any Command Card as the Basic Order—Reinforce to place 1 Unit from Reserve into your Deployment Zone.



★ Allied Briefing ★

Those Krauts keep comin' back for more! Our aerial recce has spotted the enemy movin' up into that farm ahead. We'll have to grab it with our advance guard and bring up reinforcements to hang on to it. Then we can stick a spotter in there to call in artillery and air strikes.

Wilson! You're in charge of the Advance Guard—it's at least half of our available troops. The rest are racing up the road behind you! Make it count!

Take the Objectives: 5 Stars each.

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

If you hold both Objectives at the same time, you win immediately.

✠ Axis Briefing ✠

I won't pretend to you, Müller... the situation in this sector is grave! If we don't take that farm up ahead, the Amerikaners will be able to direct their artillery from there over the depth of our whole position. We must take it from under their noses! I am reinforcing your company, Müller—do not fail the Fatherland!

Take the Objectives: 5 Stars each.

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

If you hold both Objectives at the same time, you win immediately.

Allied Forces

UNIT	★ STARS ★
Choose Your Forces	20
Your whole Force consists of a Main Force and Reinforcements. Your Main Force must contain at least 10 Stars.	
Your Reinforcements must contain at least 8 Stars.	

Axis Forces

UNIT	★ STARS ★
Choose Your Forces	20
Your whole Force consists of a Main Force and Reinforcements. Your Main Force must contain at least 10 Stars.	
Your Reinforcements must contain at least 8 Stars.	

7. PUSH DOWN THE ROAD TO ST LO! / DEFEND THE ROUTE TO ST LO!

16 July 1944.
Normandy, France

Victory Condition

Score the most Stars at the end of 5 Rounds. Objectives are worth 5 Stars each.

Number of Rounds

5

Map

Check Point & Long Road

Edge Cover

4 Pieces/Player



★ Allied Briefing ★

Listen up, Wilson, and maybe we'll be at the beginning of winning this goddam war. The Krauts are over there, on the St Lo road. We don't know what they've got, but you can bet they want to hold this sector at any cost. Get get down that road, and don't stop until you reach St Lo!

Get your force down the road and capture the Objectives, destroying any enemies you find.

Take the Objectives: 5 Stars each.

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

✠ Axis Briefing ✠

Verdammt! The Amerikaners have almost broken through! We must hold them right here, so that reinforcements can be brought up. Müller; it's up to you! Hold that road at all costs!

Prevent the Allies from taking the Objectives and wipe out any enemies that attack.

Take the Objectives: 5 Stars each.

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

Allied Forces

UNIT	★ STARS ★
Choose Your Forces	20
You may choose your own Commanders in this game. Your Force can have up to 20 Stars. Remember, you must fill each Commander's compulsory Unit requirements before you buy optional Units or more Commanders.	

Axis Forces

UNIT	★ STARS ★
Choose Your Forces	20
You may choose your own Commanders in this game. Your Force can have up to 20 Stars. Remember, you must fill each Commander's compulsory Unit requirements before you buy optional Units or more Commanders.	

8. FIGHTING FOR ST LO!

18 July 1944.
Normandy, France

Victory Condition

Either: Hold all the Square Cover at any time (you win immediately); **Or:** score the most Stars at the end of 5 Rounds. Objectives are worth 5 Stars each.

Number of Rounds

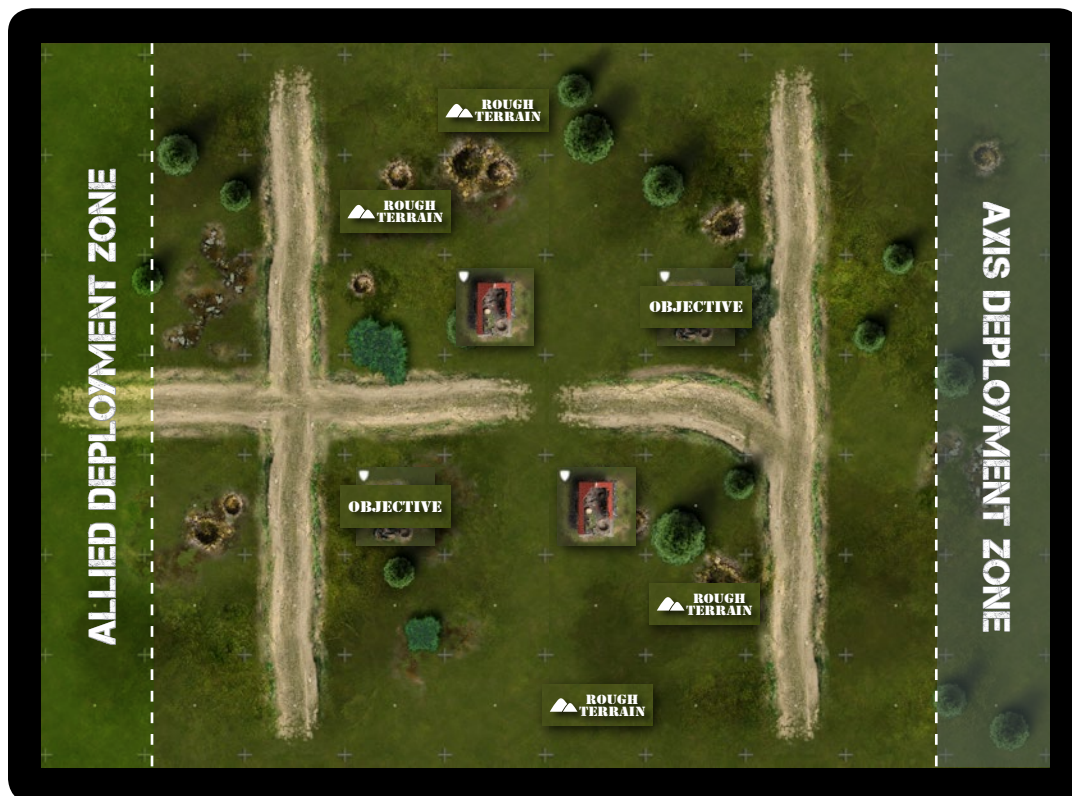
5

Map

Long Road & Cross Road

Edge Cover

3 Pieces/Player



★ Allied Briefing ★

Wilson, are you there? Listen closely; the Krauts are all over the place here. There's a wrecked suburb ahead of you - just follow the road you're on. You can see it? OK: I want to you to advance and take the area; occupy any key buildings and watch out for a counter-attack. Intelligence doesn't have a clue what Fritz has in the area, so be ready for anything!

Take the Objectives: 5 Stars each.

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

If you hold all the Square Cover at the same time, you win immediately.

Allied Forces

UNIT	★ STARS ★
Your whole Force consists of a Main Force and Reinforcements for a total of 25 Stars.	25
Your Reinforcements must contain at least 5 Stars.	

✠ Axis Briefing ✠

Ach; I can barely hear a thing through all this shelling. Müller, the Amerikaners are moving up on your position. That built up area ahead of your position, you are close, ja? Then get in there and occupy it... The more you take, the harder it will be for the allies to advance. The crossroads are particularly important, do you understand? Müller! Müller!! Verdammt...

Take the Objectives: 5 Stars each.

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

If you hold all the Square Cover at the same time, you win immediately.

Axis Forces

UNIT	★ STARS ★
Your whole Force consists of a Main Force and Reinforcements for a total of 25 Stars.	25
Your Reinforcements must contain at least 5 Stars	

9. RECOVER THE INTELLIGENCE DOSSIER

21 July 1944.
Normandy, France

Victory Condition

Use any infantry Unit to pick up the Intelligence Dossier from the building in the middle of the map and return it to your own deployment zone. The game ends when the Intelligence Dossier counter enters either player's deployment zone (including both side's starting square for their Major's Unit), and that player wins.

Number of Rounds

Unlimited

Map

Long Road & Cross Road

Picking up / Moving the Intelligence Dossier

Any infantry Unit can pick up and carry the documents — keep the Dossier with that Unit as it moves. The first infantry Unit to enter the square picks them up. If all the men in the Unit are killed or it routs, place the Intelligence Dossier counter into the square that the Unit was in. It may then be picked up by any infantry Unit from either side.

Edge Cover

3 Pieces/Player

★ Allied Briefing ★

OK, listen up, all of you. A prisoner's told us that maps with the whole Kraut deployment in this sector have been left undestroyed in that building in no man's land. We got to get to them before Fritz. Wilson, take a team and get to those documents before the Krauts get 'em!

Allied Forces

UNIT

★ STARS ★

- 1 Major
- ↳ 1 Sarge
- ↳ 1 Veterans

Reinforcements

up to 10

✠ Axis Briefing ✠

Leutnant Schultz says Hauptmann Weber wasn't able to destroy our plans before he was killed in that last artillery strike on our forward command post! It's a disaster! What are you waiting for... go and get them!

Axis Forces

UNIT

★ STARS ★

- 1 Major
- ↳ 1 Intelligence Officer
- ↳ 1 Veterans

Reinforcements

up to 10



10. FOUR PLAYER BATTLE

24 July 1944.
Normandy, France

Victory Condition

The team with the most Stars at the end of turn 5 wins.

Number of Rounds

5

Map

Forest & Checkpoint

Edge Cover

2 Pieces/Player

Rules Introduced

Team Play: See page 20 of the Rulebook.



★ Allied Briefing ★

Wilson, Beauregard, get in here! It's time to get the lead out, gentlemen, and push the Krauts out of this sector. We think they have forces in the remains of that ... well, it's a wood on the map, but our guns have messed it up bad! I want one team to tackle them head on; the other to push around their flank. Let's finish them off, OK?

Take the Objective: 5 Stars.

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

Allied Forces

UNIT	★ STARS ★
No Majors. Each player has between 9 and 11 Stars for a total of 20 Stars per team.	20

✠ Axis Briefing ✠

So, Wiedling, you can see it is critical that we defeat the Amerikaners in this sector. Ah, here's Müller. Sehr gut. Here is what I want you to do; penetrate into the remains of the forest, and engage the enemy. Use this open ground across the road to flank them. I see a promotion ahead for whichever one of you destroys the most of the enemy!

Take the Objective: 5 Stars.

These Stars are scored in addition to normal Stars gained for destroying enemy Units.

Axis Forces

UNIT	★ STARS ★
No Majors. Each player has between 9 and 11 Stars for a total of 20 Stars per team.	20

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50 YEARS

CO-OPERATIVE BOARD GAME

Become International Rescue, avert deadly disasters
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GAME DESIGN BY MATT LEACOCK

























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Movement Points Table



UNIT TYPE	INFANTRY 	TRACKED VEHICLE 	WHEELED VEHICLE 	TOWED GUN 
Number of 	2	4	6	0*
Turn 90 degrees	Free	1 	1 	Free
Open Terrain	1 	1  / 2  (reverse)	2 	0*
Rough Terrain 	2 	1 	3 	0*
Road	1 	1 	1 	0*
Square Cover  / River Crossing	2 	Cannot enter	Cannot enter	Cannot enter
Edge Cover	0 	0 	Cannot cross	Cannot cross

* Only moves when limbered to a Vehicle.

Weapons Table

WEAPON	ABBREVIATION	WAR DICE	PERMITTED TARGET
Rifle/LMG, Assault Rifle, Sniper Rifle, SMG	N/A	1  / 	 ,  crew
Machine Gun	MG(X)	Roll X 	 ,  crew, Soft Skinned Vehicles
Anti-tank	AT(X)	Roll X 	Armoured Vehicle
High Explosive	HE[X+]	Roll for each  and Soft Skinned Vehicle in target square. Hits on a roll of X+.	 ,  crew, Soft Skinned Vehicles
Assault (bayonet, etc)	N/A	1  / 	 ,  crew, Soft Skinned Vehicles
Grenades	HE[X+] or AT(X)	Grenades have their HE or AT effect regardless of the number of men in the Unit.	
Crewed Weapons	See Unit card	Each non small arms weapon requires 1 man in the Unit to fire it. If there are multiple weapons in a Unit, you may fire each one with their full stats as long as you have a man for each weapon.	
Vehicle Weapons	See Unit card	May fire as long as the vehicle is not destroyed.	

Morale Summary

- You must make a Morale Check for a Unit when it takes 2 or more hits from one attack (casualties do not have to be caused).
- You must also make a Morale Check for an  or  Unit when it suffers 1 or more casualties (not hits) that reduce it to half strength or are suffered when it is already at or below half strength.